PRIMAL
THE AWAKENING

MOUNT HAVOC EXPANSION

You should always fear the dark,
not because of the monsters hiding in it,
but because all memory of the light loses itself in the darkness.

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EXPANSION OVERVIEW

This expansion introduces two new playable characters and a new game mode.

Note: The *Primal: The Awakening* base game is required to play this expansion.

HELEREN AND KARAH

The *Mount Havoc* expansion introduces **two new hunters: *Heleren* and *Karah*.**

These characters can be played as an alternative to any of the base game characters, and in any game mode (you can find the preconstructed decklists for *Heleren* and *Karah* on pages 6 and 8).

The addition of these new characters also allows you to play *Primal: The Awakening* with 5 players.
Playing the game with 5 players does not entail any additional rules. Simply add a 5th hunter to the party, follow the standard setup rules and play the game in the usual way.

MOUNT HAVOC CAMPAIGN

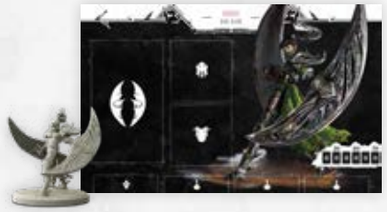
This expansion features a new game mode: **The *Mount Havoc* campaign**.

The *Mount Havoc* campaign is a short, standalone campaign with its own special rules, and is designed to provide a middle-ground experience between the Campaign and Expedition modes. As *Mount Havoc* comprises only 3 interconnected scenarios, it offers a streamlined and accessible gameplay experience, while providing a sense of progression as the characters level up between game sessions.

You can find the rules for setting up and playing the *Mount Havoc* campaign on page 10.

Important: The *Feather, Ice and Venom Expansions* are required to use the forge and weapon cards of their respective elements in the Campaign mode.

COMPONENTS


Karah miniature

Karah hunter board

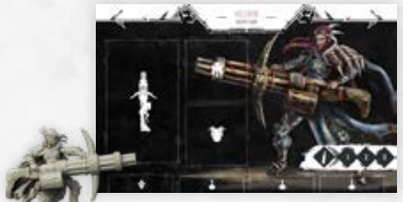
28x Dual Blade Weapon card

2x Dual Blade (Special set)

3x Karah Wound card

44x Karah Action card

6x Karah Mastery card


Heleren miniature

Heleren hunter board

28x Heavy Gun Weapon card

2x Heavy Gun (Special set)

3x Heleren Wound card

1x Bullet track token

44x Heleren Action card

6x Heleren Mastery card

2x Reference card

27x Forge card

1x Threatened token

4x Stone token

1x Strain token

2x Deplete token

1x Burning token

1x Acceleration token

1x Defense token

1x Disrupt token

1x Dazed token

Expansion Rules

Mount Havoc Campaign sheet

8x Counter

2x Stamina token

1x KO token

1x Exhaust token

5x Damage token (1/+5)

2x Damage token (10/50)

2x Bonus +5/+10 damage token (weapon)

2x Bonus +1/+3 damage token (weapon)

19x Helm card

19x Armor card

36x Item card

4x Reward card (Special set)

18x Potion card

4x Wound card

6x Venom card (Hydar)

8x Venom card (Reikal)

2x Bleeding card (Xitheros)

8x Debility card (Orouxen)

8x Paralyzing Spore card (Pazis)

2x Bleeding card (The Awakened)

6x Random Encounter card

NEW RULES

This expansion introduces some special rules and new keywords that are specific to the new characters *Heleren* and *Karah*. This section features a detailed explanation of all the rules and keywords you need to know in order to play with these new hunters.

BATTLE DANCE (*KARAH*)

Battle Dance is a special rule specific to *Karah* that differentiates her from the other hunters.
With Battle Dance, *Karah* deals damage to the monster as she plays consecutive ⚶ cards in her sequence. The amount of damage dealt through Battle Dance is indicated by the corresponding image on *Karah's* hunter board:

Battle Dance damage

The more consecutive ⚶ cards you play, the more damage you inflict on the monster. As shown in the image, **when you play the 2nd, 4th, and 6th consecutive ⚶ cards, you trigger Battle Dance dealing a specific amount of damage to the monster: 3(), 5(), and 7()** respectively.

> Example: If you are controlling *Karah* and play two consecutive cards in your sequence, you deal **3()** damage to the monster when you play your second card. The 3rd consecutive ⚶ card you play will not trigger any damage, but the 4th card will allow you to deal **5()** damage.
>
> **Note:** If you manage to build a sequence of 6 consecutive ⚶ cards, you will deal a total **15()** damage through Battle Dance: **3()** from the 2nd card, **5()** from the 4th and **7()** from the 6th.
> Any additional ⚶ you play beyond the 6th card does not count for the purposes of Battle Dance.

BULLET TRACK (*HELEREN*)

Bullets are a special resource available to *Heleren* that characterizes and differentiates her from the other hunters. There is a Bullet track on *Heleren's* hunter board that shows how many bullets she has at her disposal.

During the setup of the game, place the bullet marker on the 3rd space to indicate that *Heleren* has 3 bullets.
Some of *Heleren's* card abilities will require you to spend bullets in order to trigger special effects during the game. Whenever *Heleren* spends bullets or gains any through card abilities, move the marker accordingly, so you can keep track of how many bullets she still has available.

Bullet track

NEW KEYWORDS

Bullet
When a card ability text includes this keyword, it refers to bullets, which are a resource particular to *Heleren* (see the Bullet track on page 4).

Note: When you are instructed to spend a specific amount of bullets, move the bullet marker ( ) that many spaces left along the Bullet track to indicate that you have spent that number of resources.

Bullet track level
The Bullet track level is indicated by the bullet marker (on the Bullet track) and it represents the number of bullets you currently have available.

Chain [Color]
A card with this keyword ability can be played without paying its stamina cost if you play it after a [Color] card in your sequence.

Overrun
This keyword ability allow you to place your hunter miniature in the sector opposite your current one (see the example in the figure below). When you overrun the monster, remove your threatened status as if you performed a regular movement.

Note: Overrun is not considered to be a 'movement' for the purposes of gameplay effects (e.g. if a player suffers the effect 'you cannot move until the end of your turn,' they can still overrun the monster).

Overrun Example

Reload (X)
This is a keyword ability. When you are instructed to Reload X, immediately retrieve X bullets. When you do, move the bullet marker X spaces to the right along your Bullet track, to indicate the correct number of bullets that are available.

Reclaim: [Condition]
At any point during the game, if you meet the [Condition], you may search your discard pile for a card with the keyword Reclaim: [Condition] and add it to your hand.

Note: This is a keyword ability that can be triggered while a card with this keyword is in your discard pile.

Example: During your turn, as a consequence of playing two consecutive attack cards in your sequence, you may search your discard pile for a card with Reclaim: ⚶⚶ and add it to your hand.

NEW TRIGGERING ICON

Ignite: [Ability]
When a card ability begins with this keyword, it means the [Ability] is triggered when you spend bullets (any amount, but at least one).

Note: If you spend more than one bullet, the [Ability] is only triggered once.

HUNTER DECKLISTS

KARAH - THE DUAL BLADE

Karah specializes in dealing consistent damage through extended sequences of maneuvers and attacks. By taking advantage of card abilities that increase her sequence limit, her cards' low stamina costs and the possibility of playing cards for free with Chain, *Karah* can create longer card sequences than any other hunter in the game. This gives her the opportunity to maximize the extra damage dealt by Battle Dance, a special game mechanic unique to her.
Karah is also exceptionally mobile, being able to easily reach any sector of the board thanks to Overrun, and she can also slip past unnoticed, by using Stealth and her other Stealth-related abilities.

The preconstructed deck's strategy is built around the mastery Piercing Dash, while also exploiting Overrun for extra damage and drawing cards. The equipment cards selected will help you search for and draw the type/color of cards needed for chains or to create sequences of offensive cards for Battle Dance.

Airblade
Backstab
Crescent Strike
Echoing Blades
Piercing Strike
Scythe

Cross Over
Cut Through
Dancing
Halfmoon
Shadowstrike
Slice

Deny
Divert
Natural Agility
Offensive Attitude
Perfection
Wall of Blades

Disengage
Finesse
Run Through
Shadow Step
Swing
Twist

Piercing Dash

STARTER DECK

VOLTRAGE
CRYSTAL HELM
CRYSTAL ARMOR
When you overrun the monster, place a counter on this card. Voltrage has +1 damage for each counter on it.
Remove all counters from Voltrage after the attack.
When you avoid attrition damage, you may choose and discard a behavior card in play. If you do, replenish its behavior slot with the top card of the behavior deck.
ALEMORE
EVOK
VYDRA
Consume: Choose a player in your sector to heal 3. If the current attrition level is 1 or more, that player heals 6 instead.
Discard a card from your hand to your discard pile and add it to your shuffle your deck.
Search your deck for a and add it to your hand. Then shuffle your deck.

Backstab
Crescent Strike
Echoing Blades
Lightning Strike
Piercing Strike
Returning Blade

Cross Over
Cut Through
Dancing
Overture
Shadowstrike

Deny
Divert
Natural Agility
Perfection

Finesse
Run Through
Shadow Step
Swing
Twist

Piercing Dash

DECKLIST LEVEL 1

VOLTRAGE
CRYSTAL HELM
CRYSTAL ARMOR
When you overrun the monster, place a counter on this card. Voltrage has +1 damage for each counter on it.
Remove all counters from Voltrage after the attack.
When you avoid attrition damage, deal 1 damage. Then you may choose and discard a behavior card in play. If you do, replenish its behavior slot with the top card of the behavior deck.
ALEMORE
EVOK
VYDRA
Consume: Choose a player in your sector to heal 3. If the current attrition level is 1 or more, that player heals 6 instead.
Discard a card from your hand to your discard pile and add it to your shuffle your deck.
Search your deck for a and add it to your hand. Then shuffle your deck.

Backstab
Blade Rush
Crescent Strike
Lightning Strike
Piercing Strike
Returning Blade

Cross Over
Cut Through
Dancing
Overture
Shadowstrike

Deny
Divert
Natural Agility
Perfection

Blade Charge
Finesse
Run Through
Swing
Twist

Piercing Dash

DECKLIST LEVEL 2

VOLTRAGE
CRYSTAL HELM
CRYSTAL ARMOR
When you overrun the monster, place a counter on this card. Voltrage has +1 damage for each counter on it.
Remove all counters from Voltrage after the attack.
When you avoid attrition damage, deal 1 damage for each in your sequence. Then you may choose and discard a behavior card in play. If you do, replenish its behavior slot with the top card of the behavior deck.
ALEMORE
EVOK
VYDRA
Consume: Choose a player in your sector to heal 4. If the current attrition level is 1 or more, that player heals 8 instead.
Search your deck for a card of your color and add it to your hand. Then shuffle your deck. If that card is a , its consume card has 1 add to the rest of this turn.

Backstab
Blade Rush
Crescent Strike
Double Strike
Piercing Strike
Returning Blade

Cross Over
Cut Through
Dancing
Overture
Shadowstrike

Divert
Dancing Shield
Natural Agility
Reactive Defense

Blade Charge
Finesse
Run Through
Swing
Twist

Piercing Dash

DECKLIST LEVEL 3

HELEREN - THE HEAVY GUN

Heleren is characterized by a unique feature: The bullet resource. Her gunbow is a powerful weapon, but it requires tactics and careful management. This is why *Heleren's* card abilities revolve around spending bullets or retrieving them through the keyword ability Reload.
By spending bullets, *Heleren* can trigger her weapon ability and get access to a wide spectrum of effects, ranging from highly effective attacks and team support, to avoiding damage and exploiting control effects like Blind or Stun.

The preconstructed deck takes advantage of the Precision Reload mastery card, thereby enhancing the impact and importance of her signature keyword ability. The chosen equipment facilitates a versatile playstyle that combines attrition control, card recycling, healing and combo damage.

Barrage of Bullets
Cannonball
Cover Fire
Gunfire
Negation
Rapid Ignition

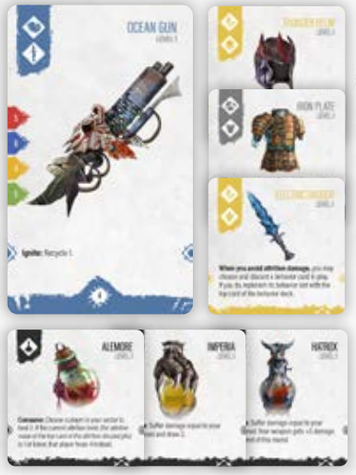
Bombardment
Not This Time!
Pressing Shot
Recharging
Repositioning
Strafing

Prompt Reflexes
Diversion
Exertion
Quick Reload
Ready to Shine!
Swift Deflection

Ranged
Haul of Bullets
Long Range
Prompt Jump
Strategic Support
Tactical Reload

Precision Reload

STARTER DECK



Cannonball
Fire Cascade
Gunfire
Negation
Rapid Ignition

Bombardment
Infallible Aim
Pressing Shot
Recharging
Repositioning
Strafing

Cycle of Bullets
Quick Reload
Ready to Shine!
Swift Deflection

Tactical Reload
Haul of Bullets
Long Range
Prompt Answer
Ranged

Precision Reload

DECKLIST LEVEL 1

Cannonball
Fire Cascade
Gunfire
Negation
Rapid Ignition

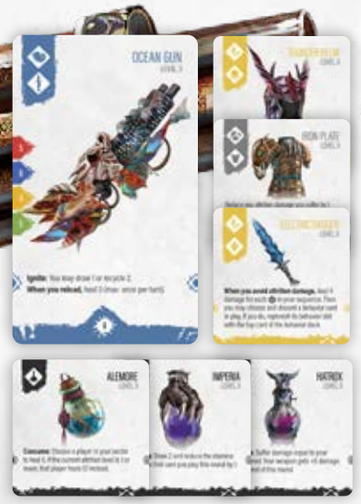
Bombardment
Infallible Aim
Pressing Shot
Quick Shot
Recharging
Strafing

Cycle of Bullets
Quick Reload
Swift Deflection
Vanguard

Haul of Bullets
Long Range
Prompt Answer
Ranged
Replenishment

Precision Reload

DECKLIST LEVEL 2



Bullet Surge
Cannonball
Fire Cascade
Gunfire
Negation

Infallible Aim
Pressing Shot
Quick Shot
Recharging
Strafing
Thunderous Shot

Cycle of Bullets
Quick Reload
Swift Deflection
Vanguard

Haul of Bullets
Long Range
Prompt Answer
Ranged
Replenishment

Precision Reload

DECKLIST LEVEL 3

MOUNT HAVOC CAMPAIGN

Mount Havoc is a short campaign for 1-5 players, comprising 3 consecutive scenarios that form a brief standalone story independent from the base game's narrative.

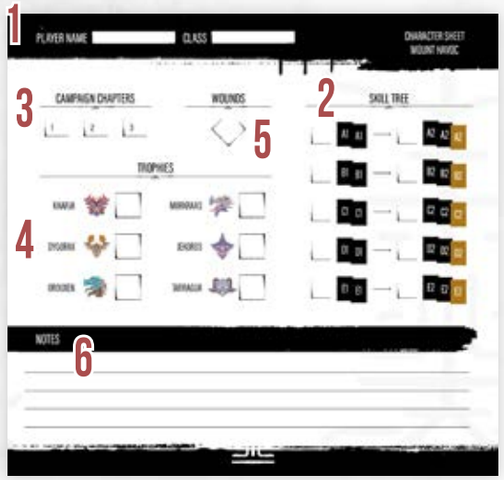
Note: We suggest you complete the base game campaign before playing *Mount Havoc*, so you can fully enjoy the references to game lore and avoid any spoilers about the monsters' gameplay mechanics. In addition, this short campaign presents a high level of challenge, so we would recommend leaving it until you have some gameplay experience.

All the rules you need to know to set up and play the *Mount Havoc* campaign are in this section.
It assumes knowledge of the rules in the *Rulebook*. Anything that is not explained in this section will follow the standard game rules and can be found in the relevant section of the *Rulebook*.

SETUP INSTRUCTIONS

As you play through the *Mount Havoc* campaign, you will be instructed to use many of the base game components. Follow these simple steps to gather the components needed to set up and begin the *Mount Havoc* campaign.

- Form the Random Encounter deck by shuffling together all the Random Encounter cards in this expansion.
- Each player selects one of the 6 available hunters.
- Each player takes the corresponding hunter board and starter deck for their hunter. Your starter deck consists of 24 action cards that correspond to a specific mastery card, and only includes cards with the card ID "S" in the bottom right corner.
- Each player takes a *Mount Havoc* character sheet from this expansion and fills in the fields for their name and character's class. The anatomy of the *Mount Havoc* character sheet is shown below.



Mount Havoc Campaign sheet

1. **Player name and class:** Write your name and hunter's class here.
2. **Skill tree:** You can keep track of your deck upgrades on this skill tree.
3. **Campaign Chapters track:** This is where you keep track of your progress through the campaign chapters.
4. **Trophies:** Each monster you come across in the campaign is represented here by a trophy icon. This is where you keep track of the monsters you defeat.
5. **Wounds:** You keep hold of your Wound cards between the chapters of *Mount Havoc* (more details on the next page). This is where you track of how many Wound cards you are accumulating in your deck as you progress through the campaign.
6. **Notes:** This space can be used for keeping track of your equipment and potion cards during the campaign.

CAMPAIGN STRUCTURE

The *Mount Havoc* campaign is divided into 3 consecutive chapters, with each one counting as a game session. These chapters have a different structure from the ones in the base game campaign.

Each chapter in the *Mount Havoc* campaign has three distinct phases, which you resolve in this order: **Preparation phase**, **Story phase** and **Random Encounter phase**.

If you successfully complete a chapter, you move on to the next one. You have successfully completed the campaign when you complete *Chapter 3*. However, if you fail a scenario, your campaign is over and you must restart from *Chapter 1* (see *Success and Failure* in the *End of the Campaign* section on page 13).

PREPARATION PHASE

In *Mount Havoc*, each chapter corresponds to a different level: *Chapter 1* corresponds to level 1, *Chapter 2* to level 2, and *Chapter 3* to level 3. During the Preparation phase, **the players choose their hunter's equipment and build their decks based on the level of the current chapter.**

You start the campaign with level 1 equipment, and then as you complete the scenarios for the chapters in the campaign, you unlock the higher-level equipment needed for subsequent chapters.

Note: There is no crafting phase in the *Mount Havoc* campaign. The players obtain new equipment simply by successfully completing the scenarios.

Below are the instructions for the Preparation phase for each of the campaign's chapters.

Chapter 1: Each player performs the following steps:

- Choose a weapon, armor, a helm and an item card. **These form your starting equipment deck.** You can **choose from any level 1 equipment cards** listed on the forge cards, as long as you include cards of **a minimum of two different elements**.
- Choose up to **three potion cards** from the ones listed on the level 1 Herbalist card. These form your starting potion deck.

Chapter 2 and 3: Each player performs the following steps:

- Upgrade all the cards in your equipment deck by replacing them with the corresponding cards that match the current chapter level (e.g. replace a level 1 Crystal Helm with a level 2 Crystal Helm card).
- Choose up to 2 equipment cards for the element that corresponds to the monster you defeated in the previous scenario, and add those cards to your equipment deck. Make sure that the level of the equipment cards you take matches that of the current chapter.
- Choose 3 potion cards from the ones listed on the Herbalist card, making sure that the level of those potions matches that of the current chapter, and add those cards to potion deck.
- Upgrade your card pool by moving up as many upgrade steps on your skill tree as the level number for the current chapter (i.e. move up two upgrade steps in *Chapter 2* and three upgrade steps for *Chapter 3*).
  For more details about the skill tree, see page 49 of the *Rulebook*.

At the end of the Preparation phase, select your equipment and potions from your respective decks and build your action deck for the next scenario (see more details about deckbuilding on page 50 of the *Rulebook*).

Unlike the base game campaign, **any Wound cards you receive during combat must be kept between chapters and included in each action deck you build during the campaign**.

Note: A player cannot have more than 3 Wound cards in their deck (the Wound card reserve for each player must have a maximum of 3 cards).

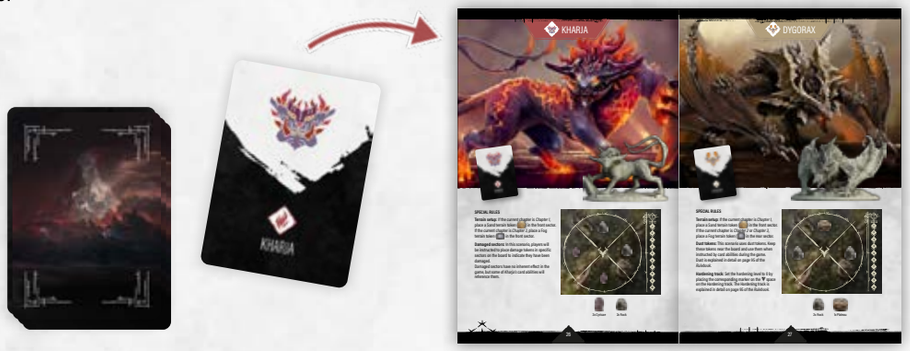
STORY PHASE

During the story phase, simply read out the narrative introduction for the current chapter. You can find the chapter introductions starting from page 16 (in the *Campaign Chapters* section).

RANDOM ENCOUNTER PHASE

In *Mount Havoc*, players do not choose the quests or the monsters they will face. Instead, the scenarios they play are randomly determined by the random encounter deck.

During the Random Encounter phase, players draw a random card from the random encounter deck to determine the scenario to be played in this chapter. Each card in the random encounter deck corresponds to a specific scenario.



From page 26 onwards, you will find all the setup instructions for the scenarios that correspond to each of the random encounter cards, plus any special rules you need to apply.

The monster **aggression level** for the scenario is the same as the current chapter level number (i.e. *Chapter 1* -> Aggression level 1; *Chapter 2* -> Aggression level 2; *Chapter 3* -> Aggression level 3).

Note: You can only play each scenario once during the campaign. After drawing a random encounter card and playing the corresponding scenario, remove that card from the game (do not put it back into the random encounter deck), so you cannot draw it again in the following chapters.

Set up the scenario and play through it. Then:

- If you successfully complete the scenario, advance to the next chapter.
- If you are defeated, you have lost and the campaign ends immediately (see the next page).

ELEMENTAL WEAKNESSES

When you reveal the scenario you are going to play, you may discover that the monster is weak against the elements on your equipment cards.

When you set up the scenario, if the monster's elemental weaknesses give you deck advantages, you may modify your action deck in line with the standard rules about effective equipment and deck advantages (refer to page 51 of the *Rulebook*).

HOW TO SAVE THE GAME

It is easy to save the game information so you can resume your *Mount Havoc* campaign later:

- At the end of each game session, each player should place their card pool and their equipment and potions decks to one side, or separate them inside the box. Alternatively, you could write the names of the cards you hold in the Notes section of your character sheet.
- Every time you advance to a new campaign chapter, mark the chapter you have completed with an X and then circle the new chapter number.

END OF THE CAMPAIGN

The *Mount Havoc* campaign can end in one of two ways: Success or failure.

Success: If you successfully complete all 3 chapters, you have completed the campaign. If you do, read the *Epilogue* on page 22.

Failure: Unlike the base game campaign, you cannot reattempt a scenario in *Mount Havoc*. Just one defeat is enough to fail the *Mount Havoc* campaign. If that happens, read the following paragraph.

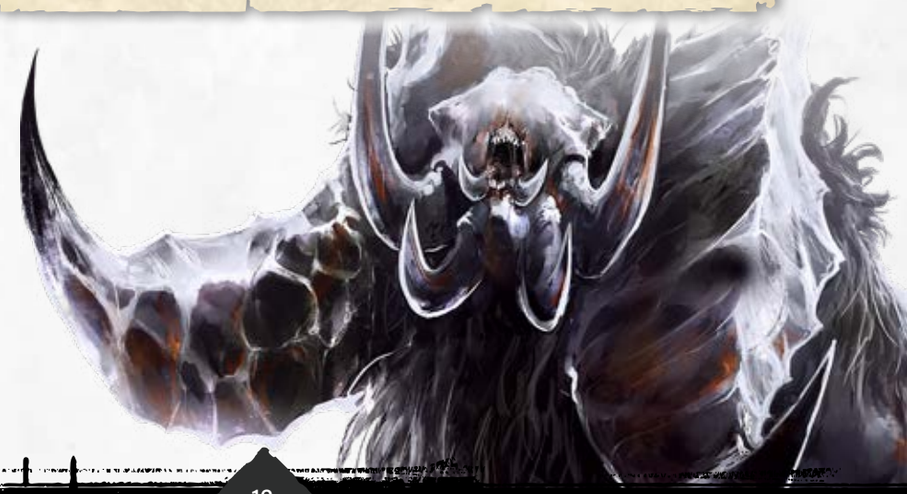
FAILURE

Suddenly, I open my eyes wide. In my hand, the dagger is ready to attack. I am trembling with fear. My swollen muscles seem to fizz with power and an immense rage runs through me. I get up and stomp forward with heavy, violent strides. I feel that at this very moment, I could face the fiercest monsters in Thyrea.

I stop. Breath. Light floods my room. I can feel the air in my lungs again and feeling returns to my body.

"That nightmare again."

I drop the dagger. I'm back, I'm myself again. I walk across the room to a large mirror. I look at myself. My body is still trembling, but I'm alive. I look up and see my face reflected in the glass. Tears of blood surround my eyes, flowing painfully as if from a wound in my very soul.



CAMPAIGN CHAPTERS

MOUNT HAVOC

CHAPTER 1

I open my eyes. Looming over me, I see a still, gray sky. The immobile sun radiates an eerie pallid light; I cannot feel the warmth in its rays. My hands slide over the sandy ground. I get up. My armor weighs heavy on my shoulders – I feel like I have been wearing it for too long. My comrades around me are still asleep.

"Where am I?"

I am surrounded by an ocean of sand, and my footsteps sink into the desert slopes. All around me, as if carved in the sand, I can see countless depictions of human faces on the dunes. They emerge from the desert like faded images of a distant past. I stare at their eyes and their impassive expressions. I feel I know these faces, but it is as if my memories have lost their meaning.

I squeeze the dark sand in my hands. "There is nothing left for me here."

My comrades, now on their feet, glance at me with an empty look in their eyes and, without saying a word, come over to join me. As we make our way across the desert hills, the faces at our feet get distorted with every step we take on the sand. A strong, blustery wind rises ahead of us, roaring with feral rage. A blink of an eye. A whisper.

"We are not alone."

A dark shadow approaches, coming towards us. We are ready to fight.

CHAPTER 2

A blood-stained sunset tinges the air with a gloomy light. Alone and unmatched, the great mountain looms large in front of us. Its sharp peak soars into the leaden sky. A red storm envelops it that seems to be quivering like the beating of an angry heart. Below the mountain, barren valleys stretch bleakly in every direction, as far as the eye can see.

"I must reach that peak."

The blood of battle has not yet dried upon our hands, but I am still steeped in that feeling of violence; it flows angrily in my veins.

The climb is steep, but there is no room for fatigue in my heart. I hear the mountain calling me. It speaks an ancestral language, older than the world itself.

Its rocks seem to tighten around us, as if they wanted to swallow us. They are shaped like beastly faces, monstrous figures that seem to emerge from the mountainside, and, with wide-open jaws, launch themselves towards us. I stare at those dazed and deformed looks, their expressions strained in desperate violence.

I clutch the weapons in my hands so hard that they bleed. My blood mixes with the monster's, and a deep desire begins to boil in my heart.

"I want to reach that peak. And nothing will stop me."

We look up, panting with anger. A path winds its way up through the sharp peaks, its end obscured by darkness. In that same darkness, we feel something moving. Disturbing noises. Deep, feral breathing.

"It's coming towards us."

"It will be on us any second now."

We are ready to face it.

CHAPTER 3

"You've almost reached the top... Are you sure you want to continue?" a cold, strange voice resonates through the rumbling storm. The tone is flat and emotionless.

"Who said that? Where is this voice coming from?"

I turn around and, as if just awakened from a strange dream, I am gripped by a disturbing sense of vertigo while glancing back at the path I have traveled. The pathway cuts into the steep ridge of the mountainside, like a wound on the back of a monster. Trails of blood and the remains of slain beasts lie on either side to mark our passage.

"How did we get so high up? I don't remember anything."

All around me, a white fog has risen from the ground. Inside this pallid haze, the thunderous sounds of the storm are muffled. I grope my way forward. Suddenly, in the haze, I can make out a dark silhouette; a slender figure is sitting on the side of the path. She is wearing a long black robe with a hood covering her face. In front of her, a small lantern emits a feeble light. She raises an arm and gestures towards a high point beyond the fog.

"Once you reach the summit of the mountain," she whispers in a thin voice, "you will not be able to find the path to get back down again."

A gust of wind sweeps away the mist that surrounds us and reveals the sharp peak of the mountain. Just one final, steep, ascent separates us from the top. My eyes are captivated by its shadowy darkness, which looks so dreadful and so powerful. I turn around again. The hooded figure has vanished, but her lantern lies at the edge of the path. I watch as it emits one last glimmer of light before going out.

The storm rages furiously above me and I am seized by an irrepressible instinct.

"I can't stop now. I have to get to the top."

I leap forward like a hungry beast hunting for food. My bulky armor no longer weighs on my shoulders – it seems to have fused with my skin. With every step, I feel an enormous power awakening within me.

I throw myself into the darkness. It envelops me, interrupted only by the flash of violent lightning from the sky. Something moves in the darkness in front of us. A new enemy wants to prevent us from our ascent. We feel it approaching, but no one can stop me now. It has no idea what awaits it. I have never felt so strong. I am ready to annihilate it.

EPILOGUE

At the mountain peak, the storm envelops everything.

I hear the echoes of distant roars, the dull cracking of broken bones, the violent sound of hearts being ripped out of chests and devoured.

I advance alone, in the dark. My footsteps are getting heavier and heavier. I can no longer hear any sound or feel any contact with the ground. My body is getting more and more powerful, but I no longer recognize its movements or its swollen muscles. My lungs swell, but there is no more air for them to breathe. I feel like I'm being suffocated; I cry out but cannot hear any sound.

I feel myself falling into the depths of a shapeless, infinite darkness, captured by the inky obscurity that unites everything and devours everything...

Suddenly, I open my eyes wide. In my hand, the dagger is ready to attack. I am trembling with fear. My swollen muscles seem to fizz with power and an immense rage runs through me. I get up and stomp forward with heavy, violent strides. I feel that at this very moment, I could face the fiercest monsters in Thyrea.

I stop. Breath. Light floods my room. I can feel the air in my lungs again and feeling returns to my body.

"That nightmare again."

I drop the dagger. I'm back, I'm myself again. I walk across the room to a large mirror. I look at myself. My body is still trembling, but I'm alive. I look up and see my face reflected in the glass. Tears of blood surround my eyes, flowing painfully as if from a wound in my very soul.

CAMPAIGN SCENARIOS

MOUNT HAVOC

KHARJA

SPECIAL RULES

Terrain setup: If the current chapter is *Chapter 1*, place a Sand terrain token ( ) in the front sector. If the current chapter is *Chapter 3*, place a Fog terrain token ( ) in the front sector.

Damaged sectors: In this scenario, players will be instructed to place damage tokens in specific sectors on the board to indicate they have been damaged.
Damaged sectors have no inherent effect in the game, but some of *Kharja's* card abilities will reference them.

2x Cyricae

2x Rock

DYGORAX

SPECIAL RULES

Terrain setup: If the current chapter is *Chapter 1*, place a Sand terrain token ( ) in the front sector. If the current chapter is *Chapter 2* or *Chapter 3*, place a Fog terrain token ( ) in the rear sector.

Dust tokens: This scenario uses dust tokens. Keep these tokens near the board and use them when instructed by card abilities during the game.
Dust is explained in detail on page 95 of the *Rulebook*.

Hardening track: Set the hardening level to 0 by placing the corresponding marker on the ▼ space on the Hardening track. The Hardening track is explained in detail on page 95 of the *Rulebook*.

2x Rock

1x Plateau

OROUXEN

SPECIAL RULES

Terrain setup: If the current chapter is *Chapter 1*, place a Sand terrain token ( ) in the front and rear sectors. If the current chapter is *Chapter 3*, place a Fog terrain token ( ) in the front and rear sectors.

Debility cards: Each player has a reserve of 4 Debility cards associated with their hunter (see the matching class icon on the card back). Keep these cards close at hand and use them when instructed by card abilities over the course of the game. Debility cards are explained in detail on page 96 of the *Rulebook*.

2x Rock

1x Plateau

2x Water

MORKRAAS

SPECIAL RULES

Terrain setup: If the current chapter is *Chapter 1*, place a Sand terrain token ( ) in the rear sector. If the current chapter is *Chapter 3*, place a Fog terrain token ( ) in the rear sector.

2x Rock

1x Cyricae

JEKOROS

SPECIAL RULES

Terrain setup: If the current chapter is *Chapter 1*, place a Sand terrain token ( ) in the front sector

Charge track: Set the charge level to 0 by placing the corresponding marker on the space on the Charge track. The Charge track is explained in detail on page 95 of the *Rulebook*.

Special attrition cards: Remove all base attrition cards with an attrition value of 1 from the attrition deck, and add in *Jekoros'* special attrition cards instead. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

2x Rock

2x Water

1x Cyricae

1x Baethanis

TARRAGUA

SPECIAL RULES

Terrain setup: If the current chapter is *Chapter 1*, place a Sand terrain token ( ) in the front sector. If the current chapter is *Chapter 2* or *Chapter 3*, place a Fog terrain token ( ) in each of the flank sectors.

3x Rock

1x Baethanis

1x Plateau

CREDITS

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